



ETHAN HINE

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Professor Piersol
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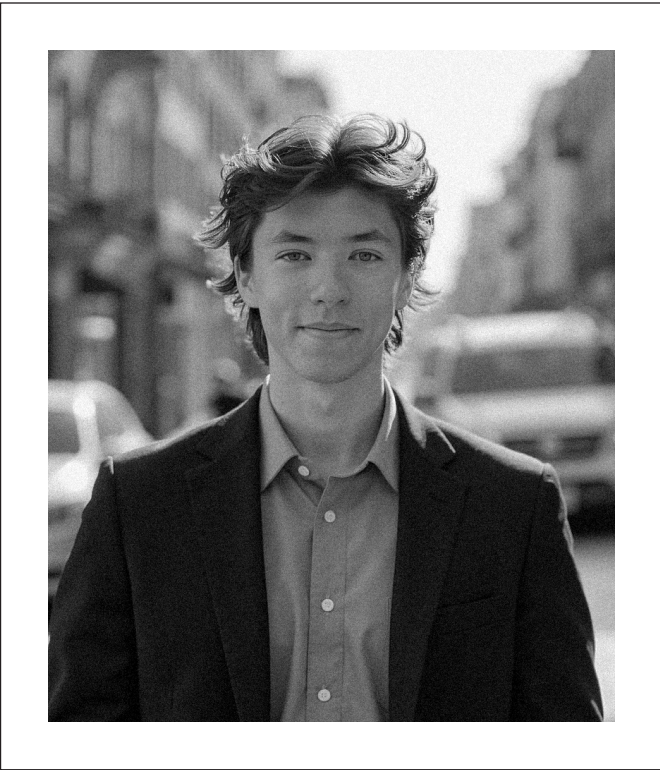
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Spring 2026



Ethan Hine

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Hello! My name is Ethan Hine, and I am an architectural studies major at Hobart and William Smith Colleges. I am interested in how proportion, structure, and material logic shape both the form and experience of architecture. Outside of architecture, I’m a competitive ski racer who enjoys spending time outdoors.

EDUCATION

Hobart and William Smith Colleges	Geneva, New York
Bachelor of Arts in Architectural Studies Expected May 2027	
Minor in environmental studies	
CityLAB Berlin	Berlin, Germany
Study Abroad Fall 2025	
Stratton Mountain School	Stratton, Vermont
College Preparatory Ski Academy Graduated 2022	

RECOGNITION

Dean’s List: Fall 2024, Spring 2025, Fall 2025, Spring 2026	
Abe Solomon Memorial Award	2024
“Hobart Rookie of the Year”	
Academic All-American	2026
United States Collegic Ski Association	
Julius Blocker Fellowship	2025
Awarded for academic and cultural study in Berlin, Germany	

LEADERSHIP & ENGAGEMENT

American Institute of Architecture Students (AIAS) Founder & President	2025 - Present
Hobart & William Smith Colleges Varsity Alpine Racing Team Captain	2026 - Present
Institute of Classical Architecture & Art (ICAA) Student Member	2025 - Present
Sir John Soane’s Museum Foundation Student Member	2025 - Present
The Art of Field Drawing, Untermeyer Gardens Participant	2025
AIA Conference on Architecture & Design Attendee	2025

REFERENCES

Christian Dengler	Max Piersol
cdengler@norwich.edu	piersol@hws.edu
Professor: CityLAB Berlin	Professor: Hobart & William Smith

Nexus Pavilion

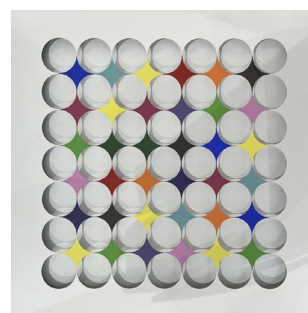
Project Type
Location
Studio
Professor
Date

Pavilion
Central Park, NYC
Digital Design
Max Piersol
Fall 2024

Situated in Central Park, Nexus is a parametric steel pavilion inspired by Ariele Rozowy's sculptural work Kandinsky. Conceived as a temporary pavilion for one of her pieces, the pavilion explores the intersection of art and structure through repetition, geometry, and light.

A network of modular steel components interlocks to form a dynamic canopy, producing shifting patterns of shadow and reflection throughout the day.

The form responds to Rozowy's emphasis on tension and balance, while the transparent framework invites interaction and movement beneath its surface. Acting as both exhibition and spatial experience, Nexus transforms the park into an active field of connection between visitors, structure, and the art itself.

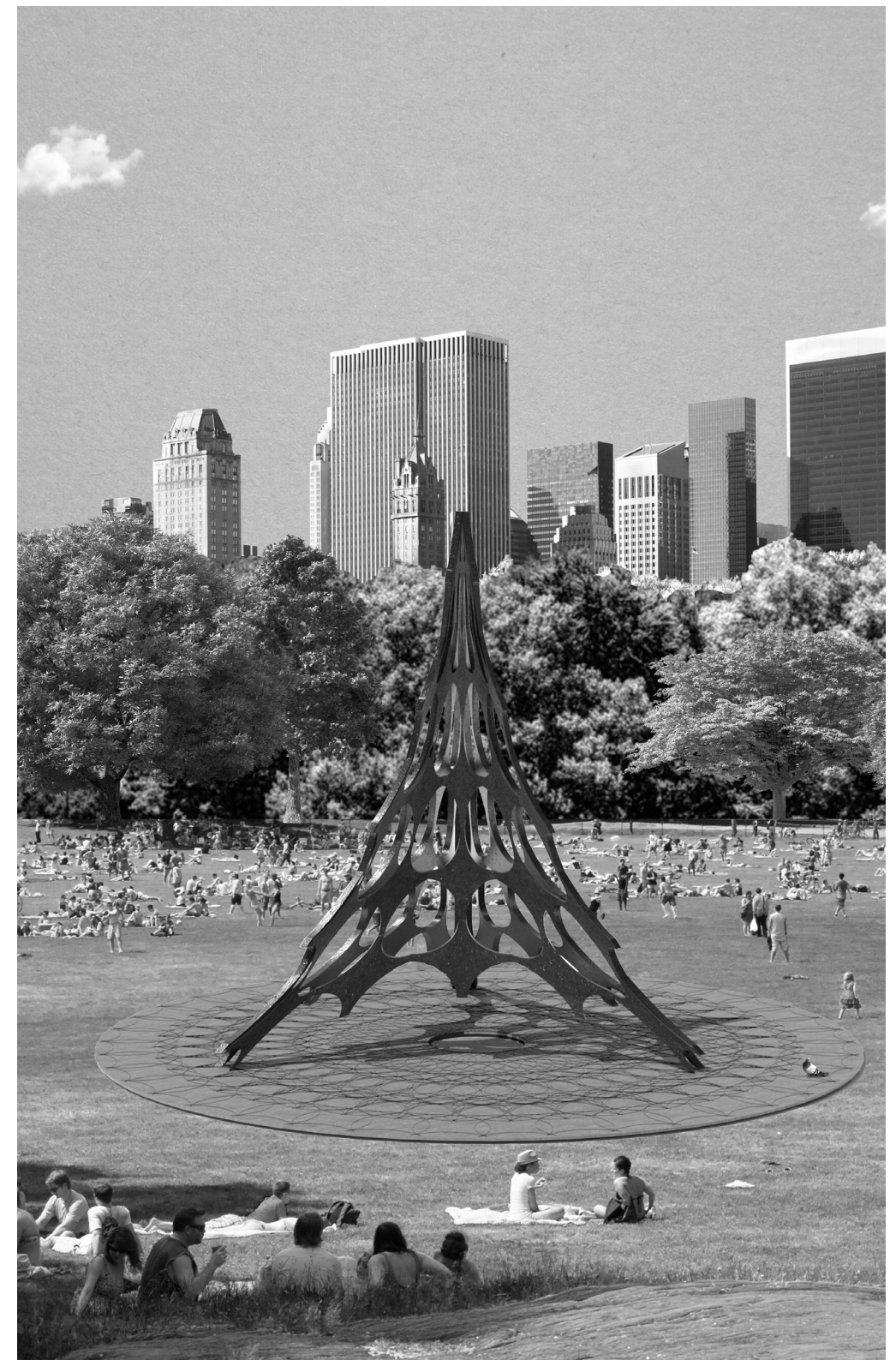
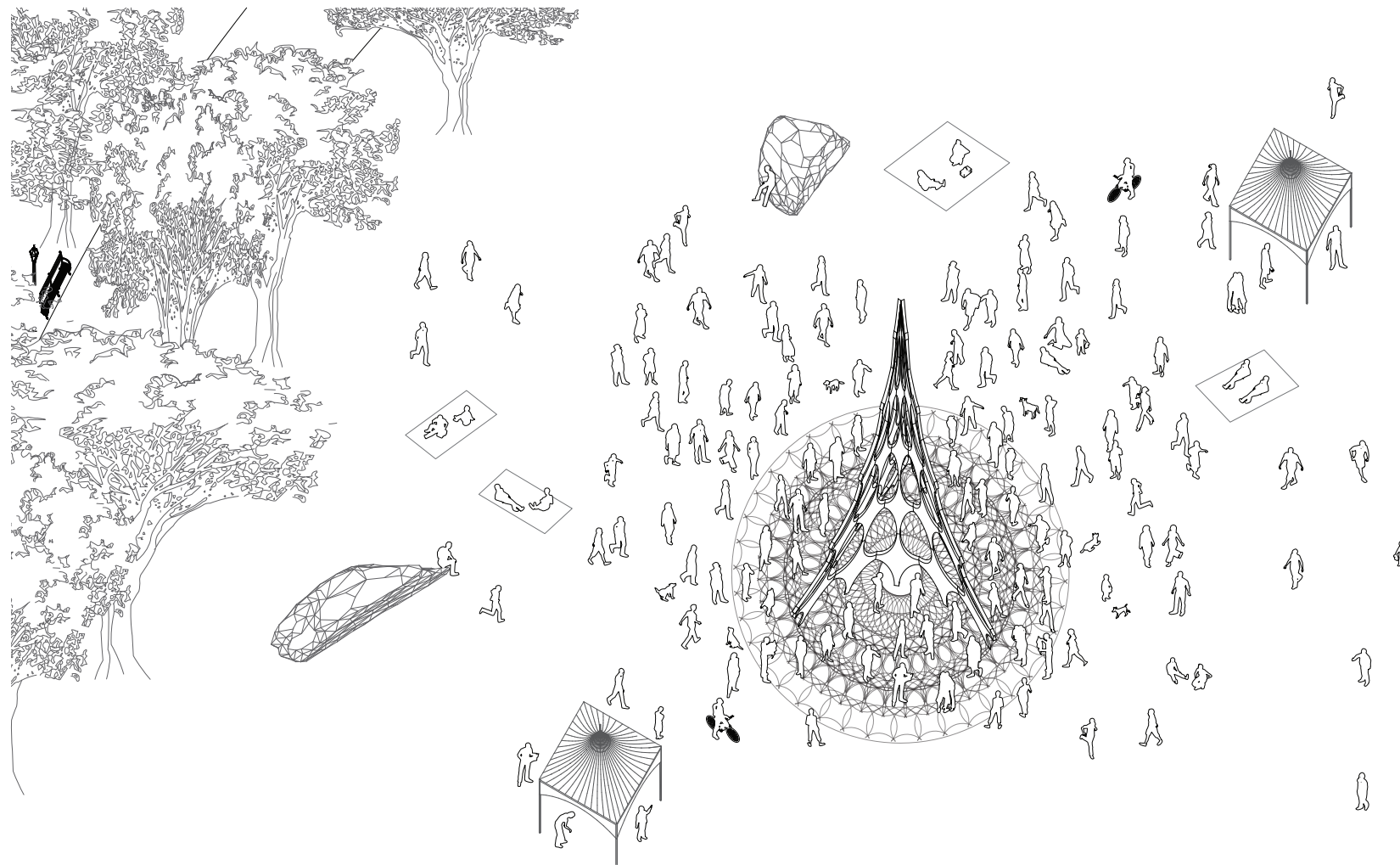


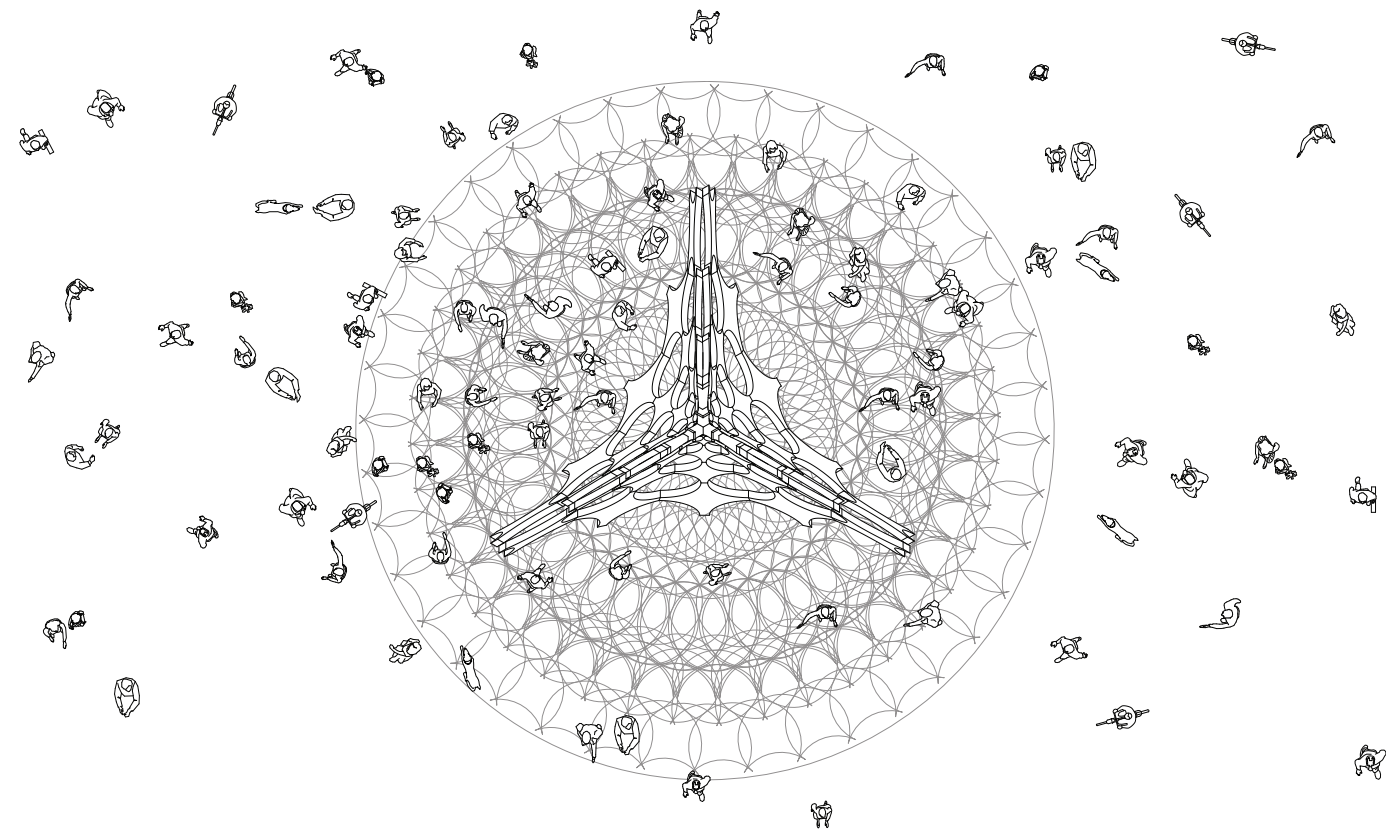
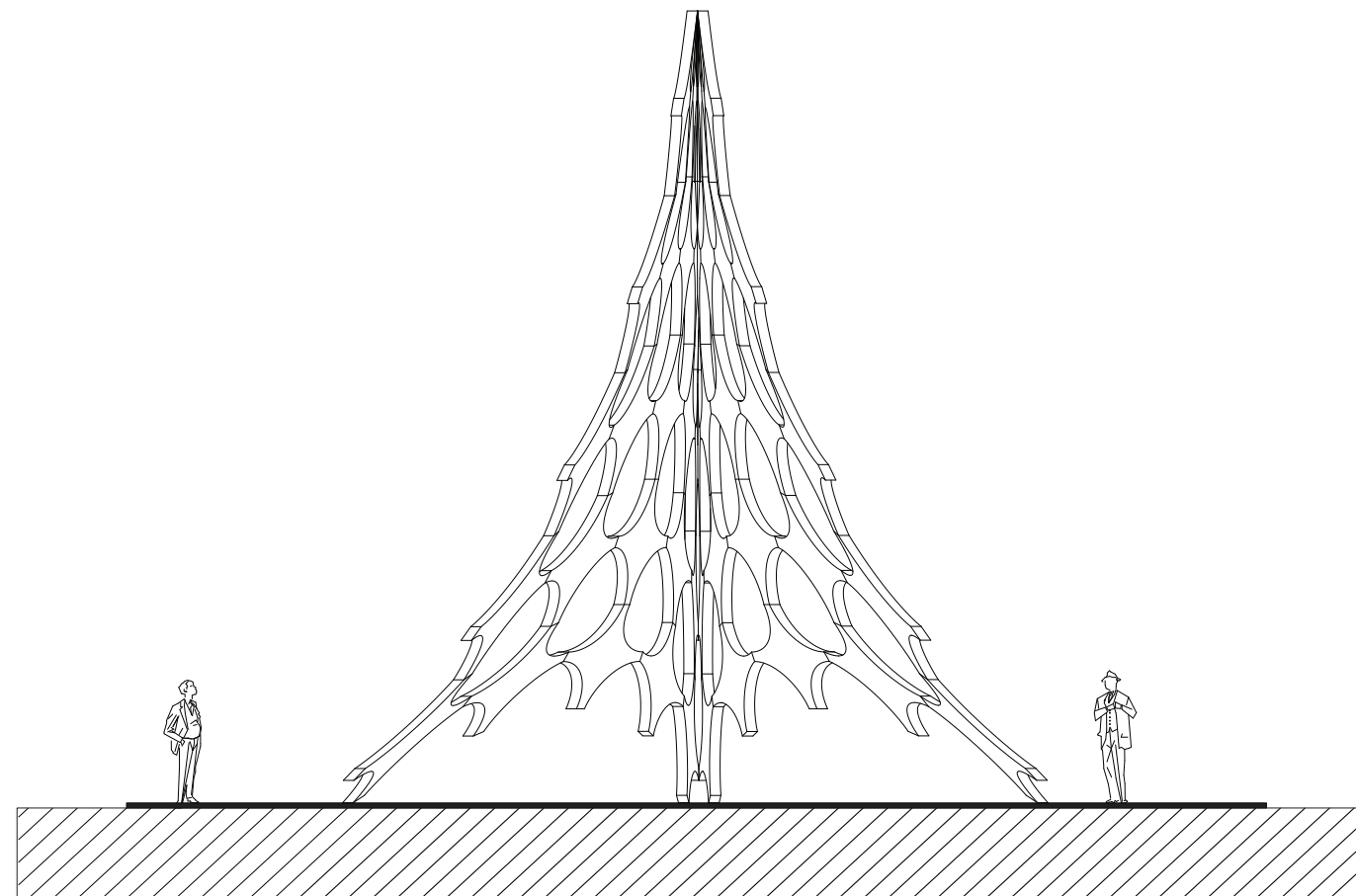
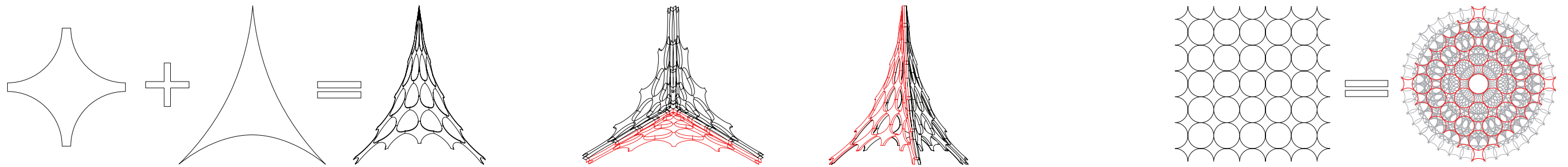
Ariele Rozowy's



The massing for the pavilion began as a study of negative space. By intersecting four spheres and capturing the void between them, a concave tetrahedral form emerged.

This shape offered both structural potential and visual balance, guiding the pavilion's curvature and organization in a way that felt intuitive yet precise.





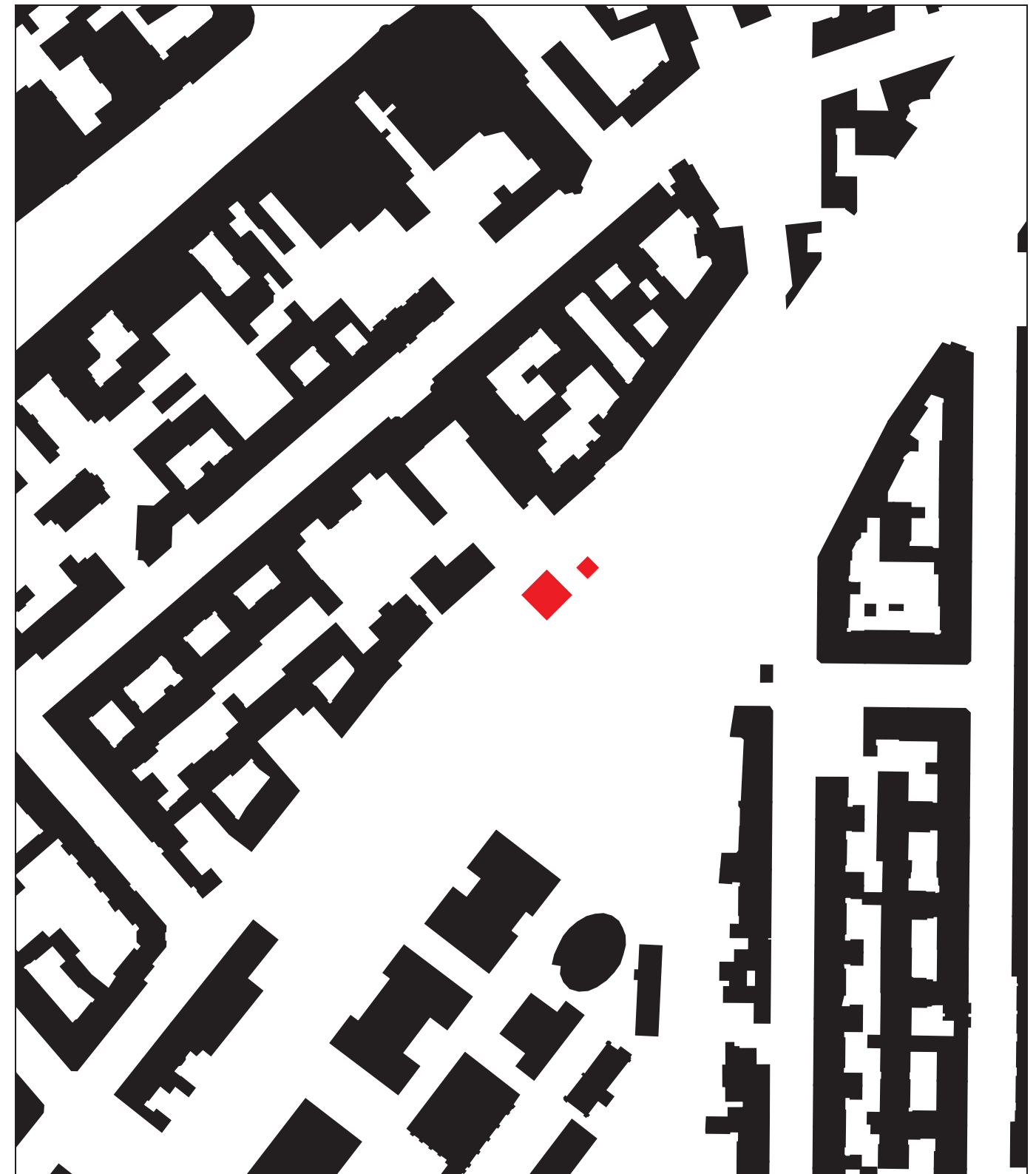
Common Ground Apartment

Project Type	Residential
Location	Berlin, Germany
Studio	ARCS 300
Professor	Christian Dengler
Date	Fall 2025

The project establishes a new communal ground on a site that links housing, a school, and a park. Its central element is a plinth, set one meter below grade and rising 2.5 meters above it, forming both an acoustic buffer to the U-Bahn and a continuous public landscape.

The plinth contains a restaurant, gym, and resident storage, but its spatial character is defined by six trees that grow up through the structure. Each tree anchors a five-by-five-meter light well, allowing daylight to reach the interior and creating a loose, forest-like order that replaces conventional walls with permeable boundaries.

Toward the park, the plinth forms an amphitheater that serves as an informal extension of the school and public realm. Above, a floating residential block preserves the openness of the ground plane, while a detached café at the park edge acts as a social anchor and completes the network of public spaces. Through the integration of trees, light, and structure, the project proposes a shared civic landscape shaped by openness, shade, and everyday activity.

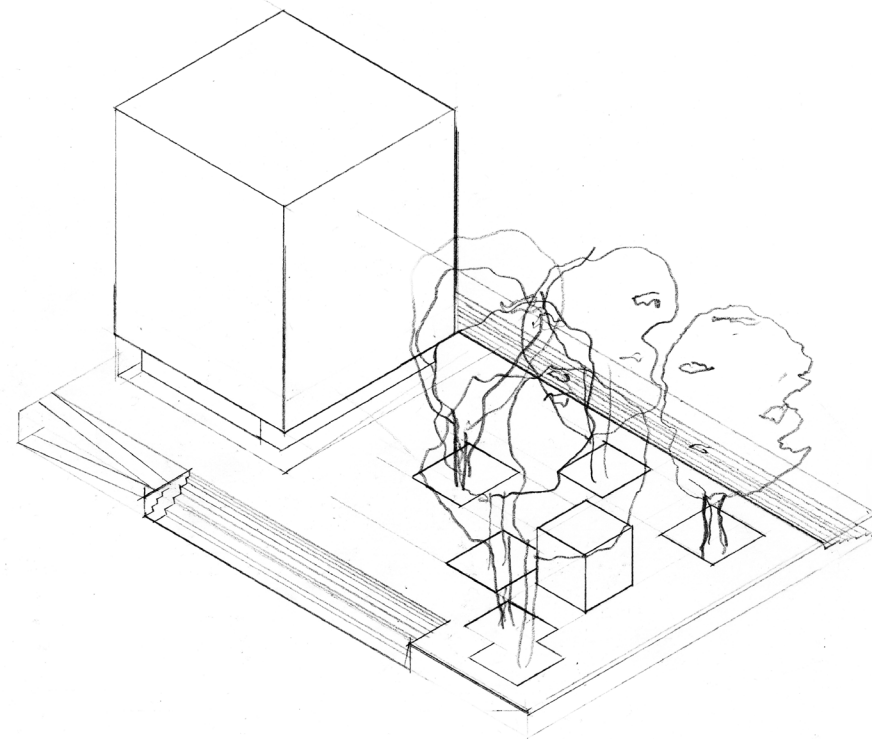
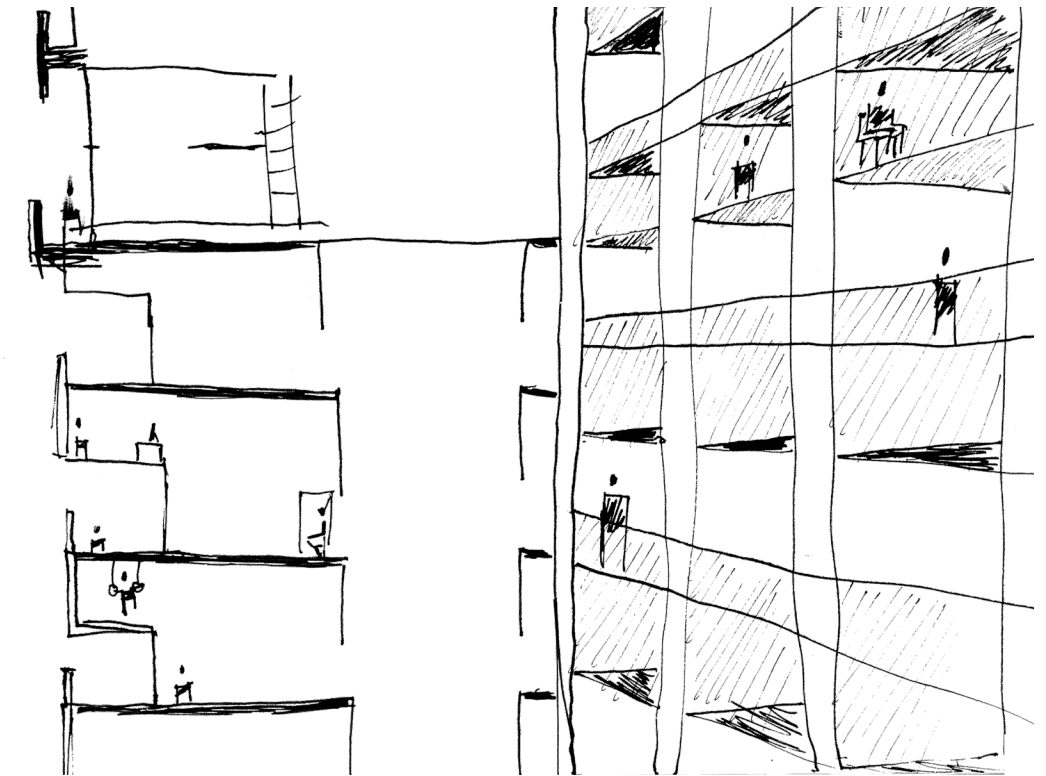
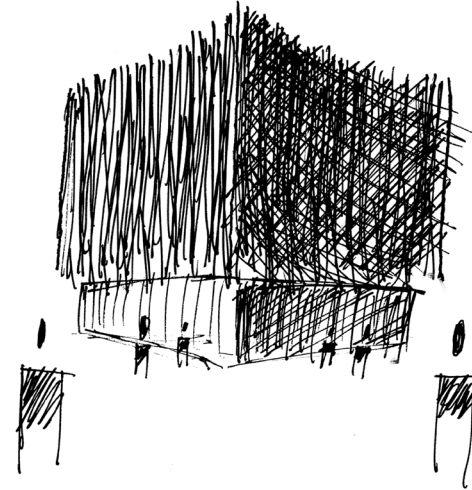
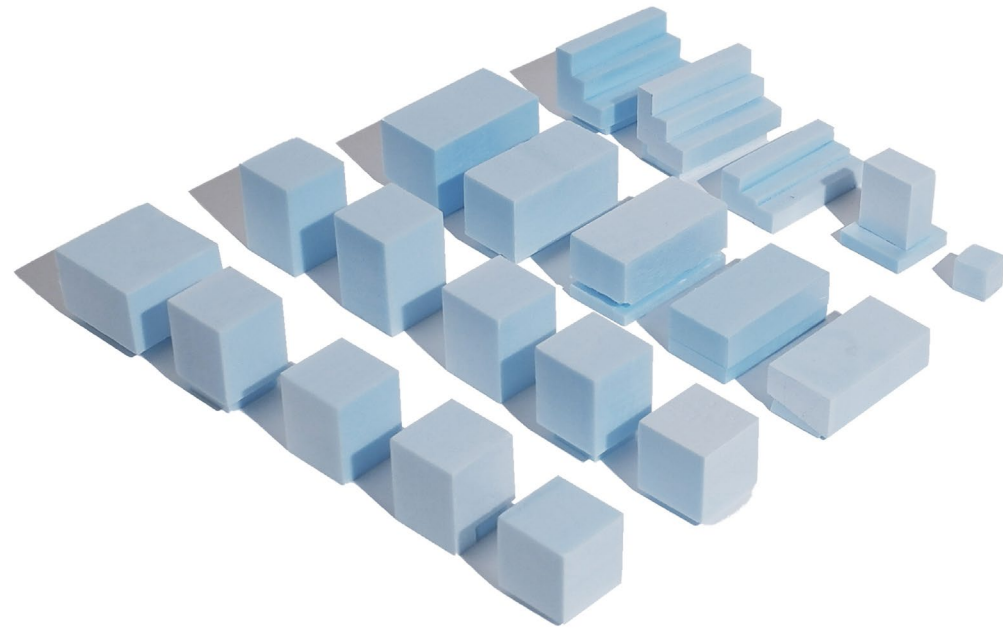


Balsa Wood
Plaster

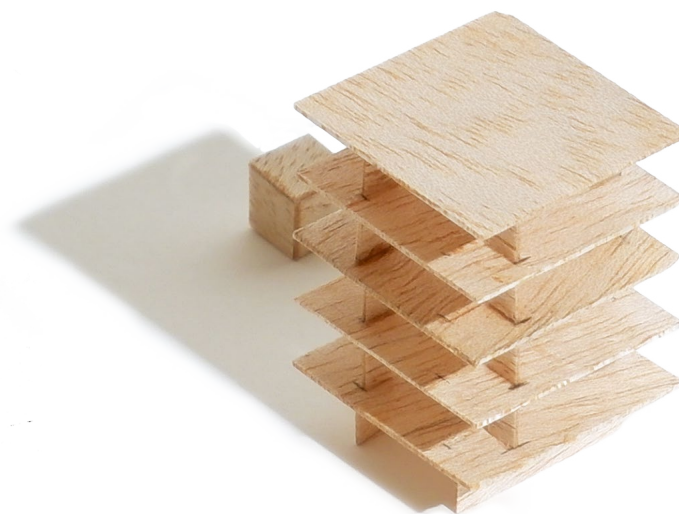
1:200



Foam Massing 1:500



Balsa 1:500



Balsa 1:200



Apartment Floor Plans

Ink on velum

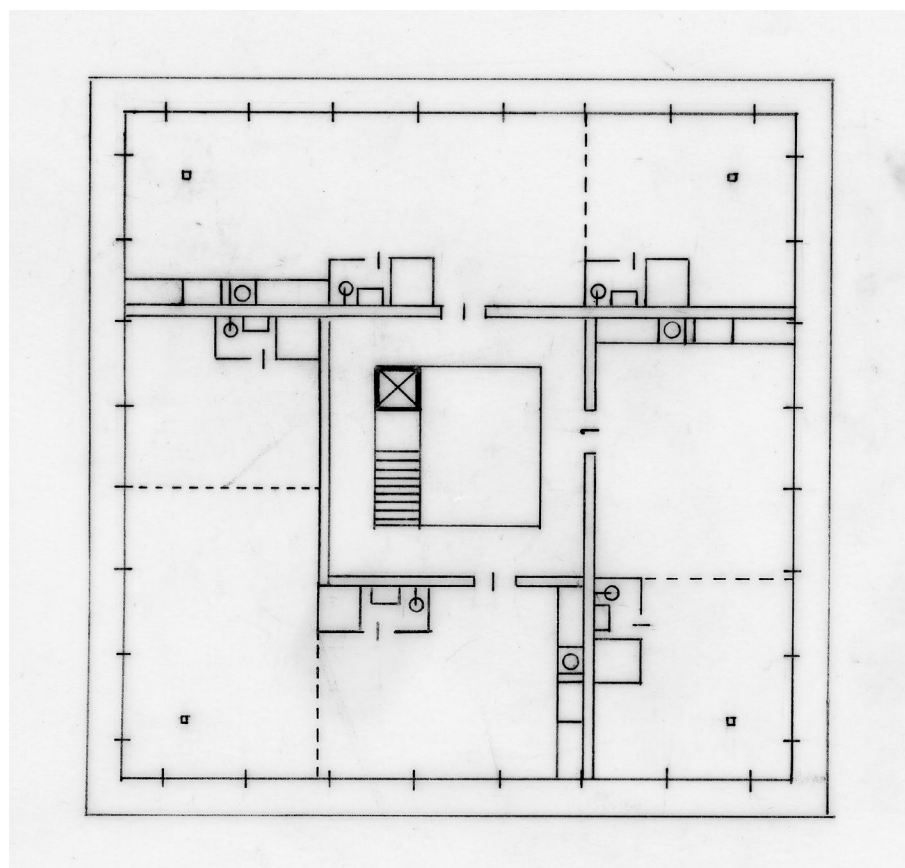
1:200

The apartments are organized within a compact, proportionally driven volume that emphasizes clarity of structure and flexibility of use.

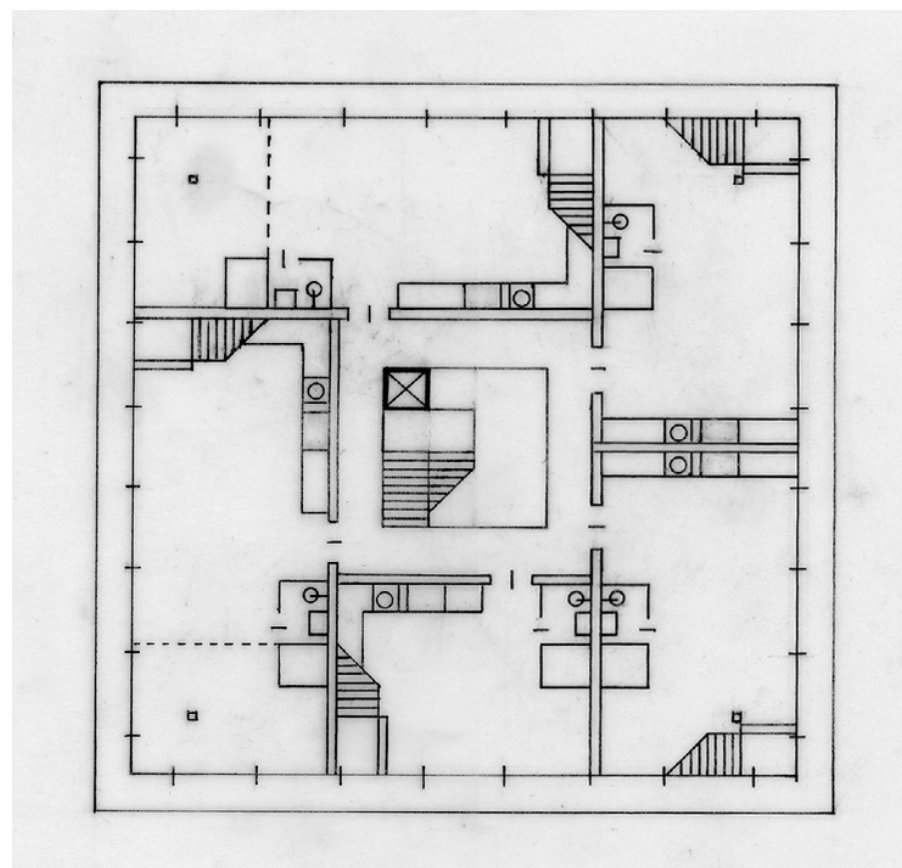
Loads are carried to the perimeter, allowing interior walls to be arranged or removed as needed to create different unit types.

The mix includes duplexes as well as single-level accessible units designed for residents with limited mobility.

Circulation is enhanced by a vertical opening that introduces natural light into the core, improving orientation within the building.

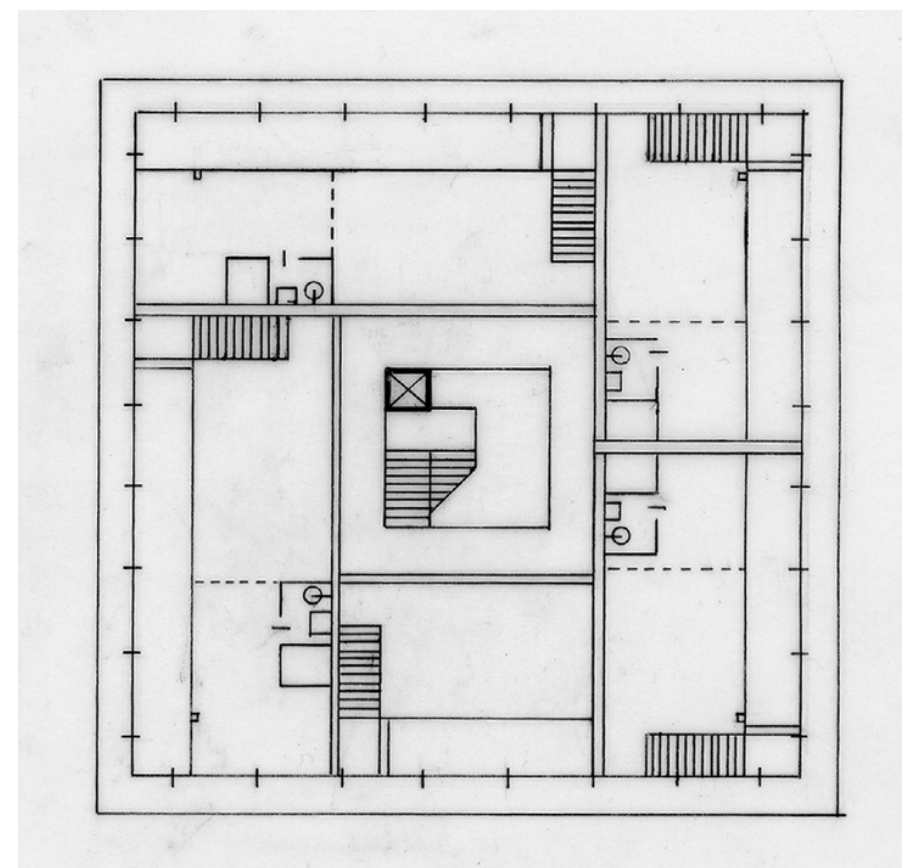


1st/2nd Floor Plan



3rd/4th/5th Floor Plan

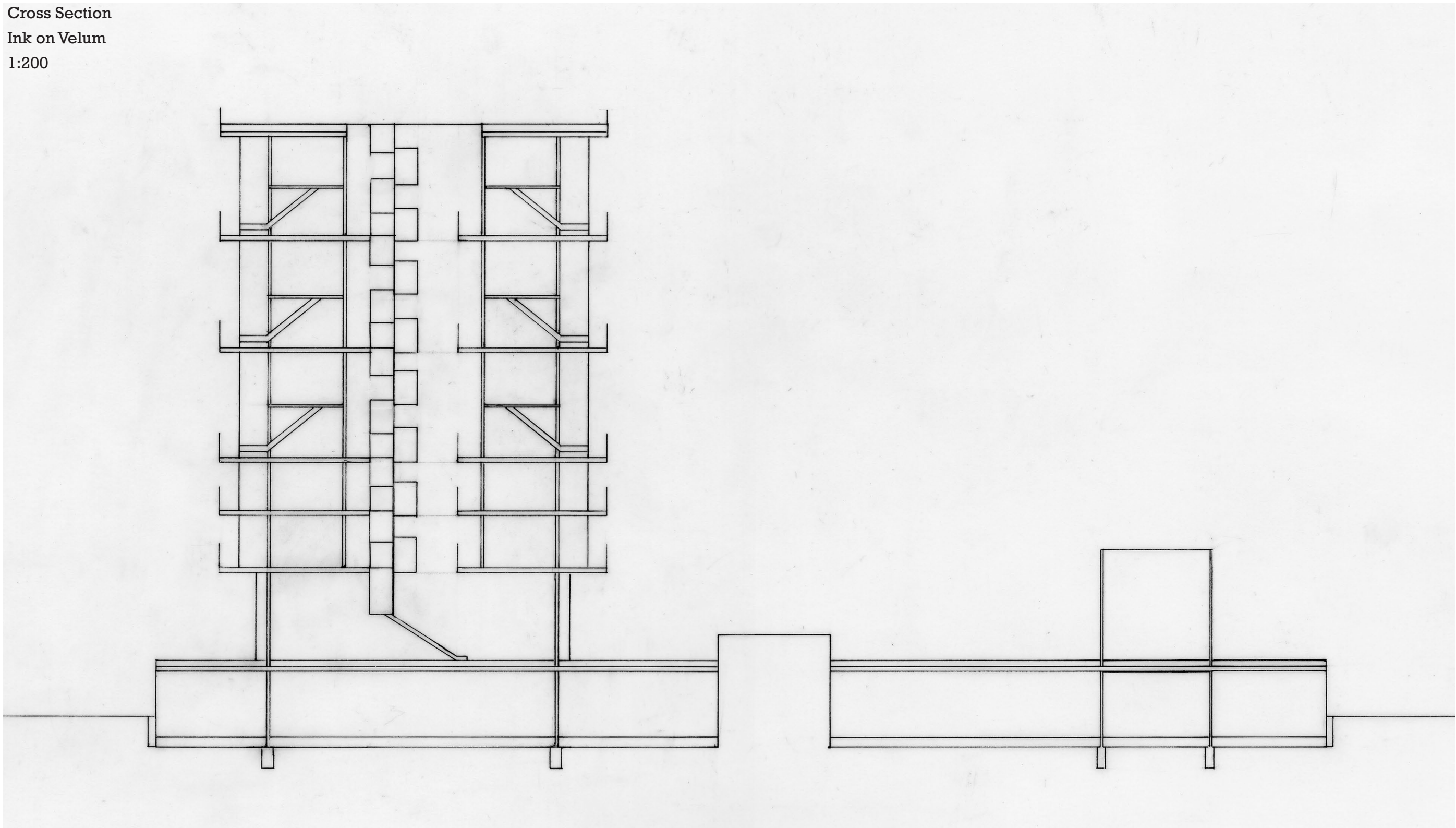
Lower Level



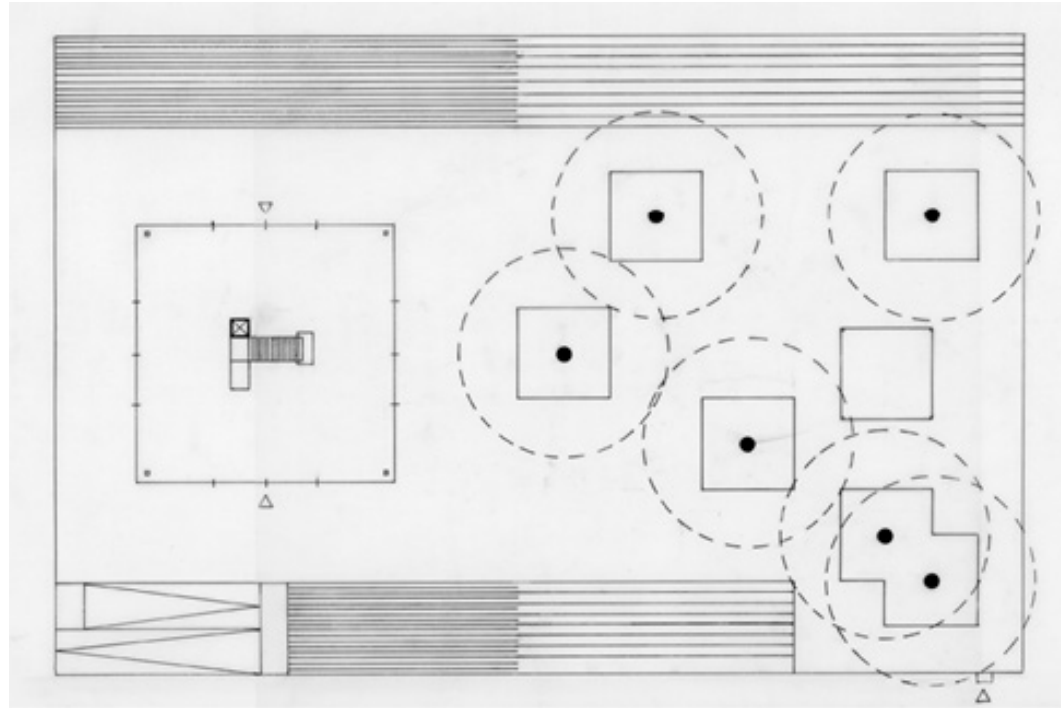
3rd/4th/5th Floor Plan

Upper Level

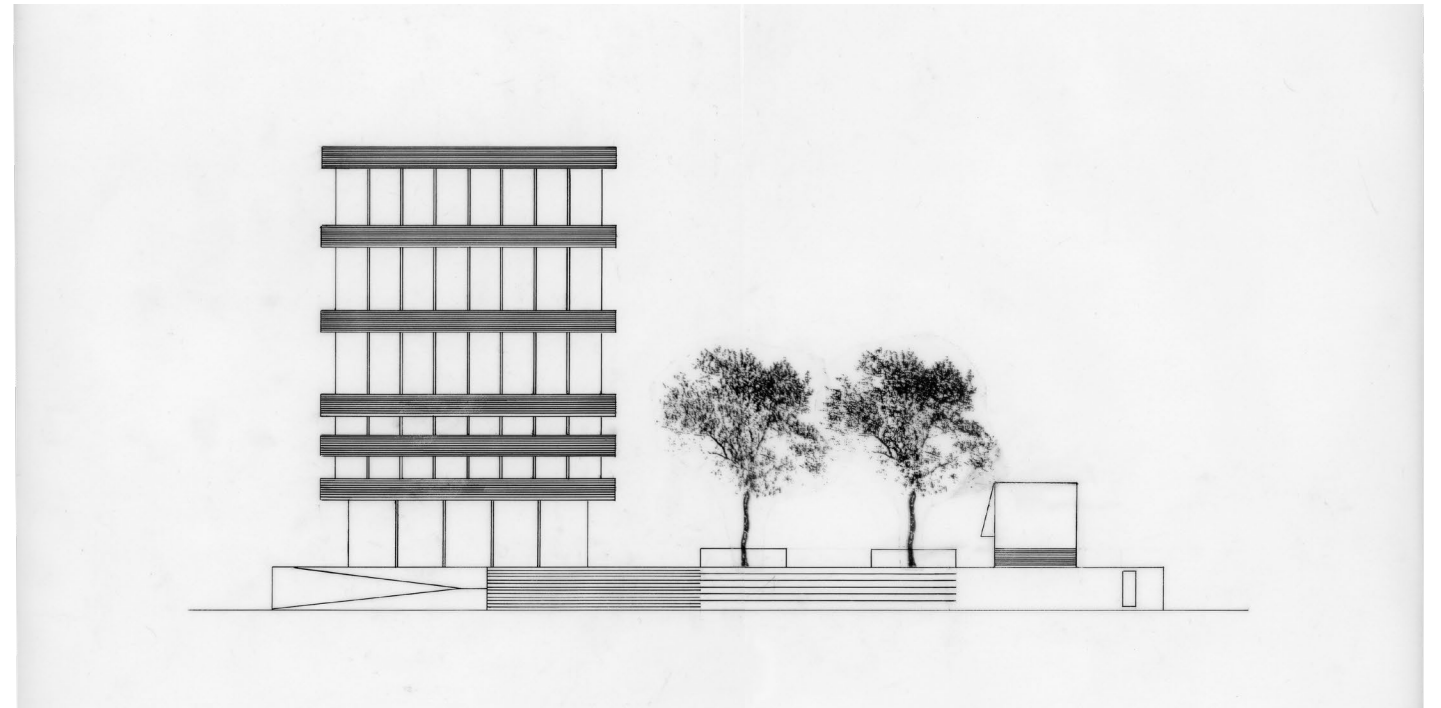
Cross Section
Ink on Velum
1:200



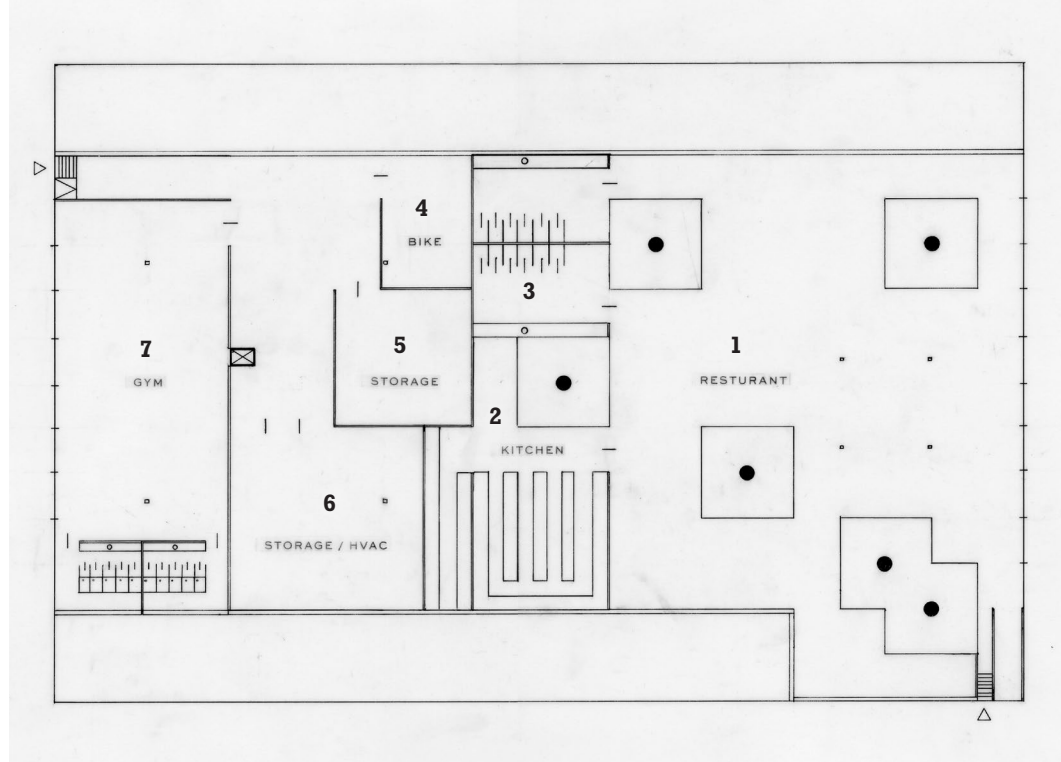
Ground Floor Plan 1:200



Elevation 1:200



Plinth Floor Plan 1:200

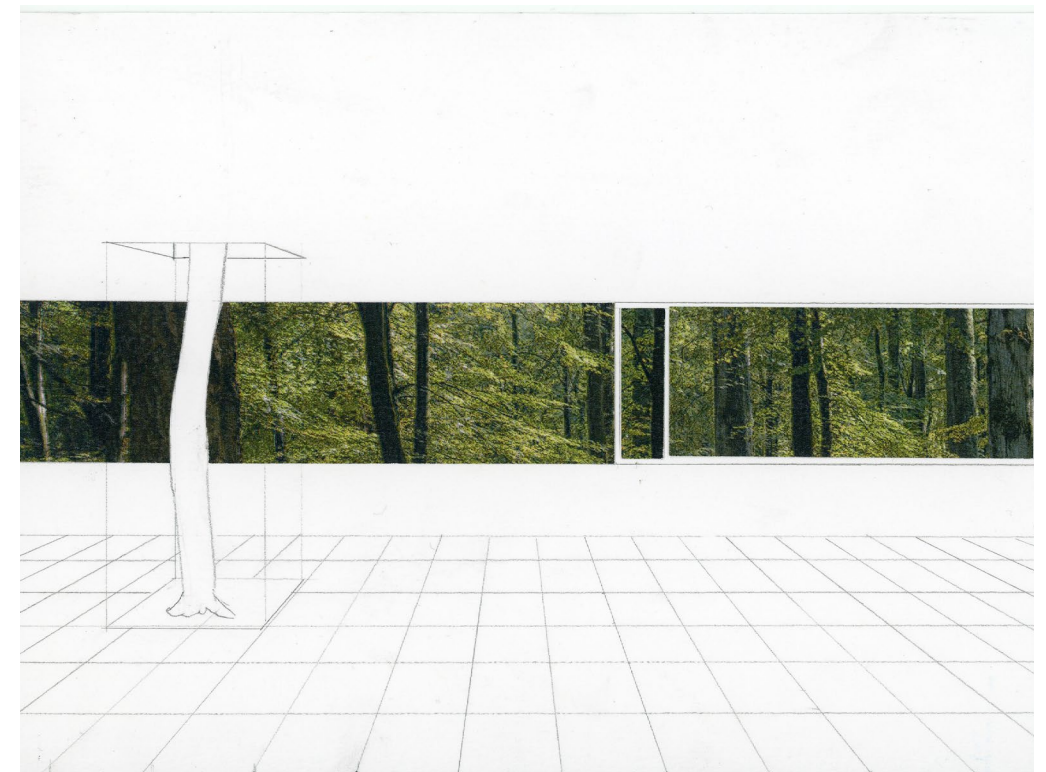


- 1 Resturant
- 2 Kitchen
- 3 Bathroom
- 4 Bike Storage
- 5 Storage
- 6 HVAC
- 7 Gym

Resturant Interior







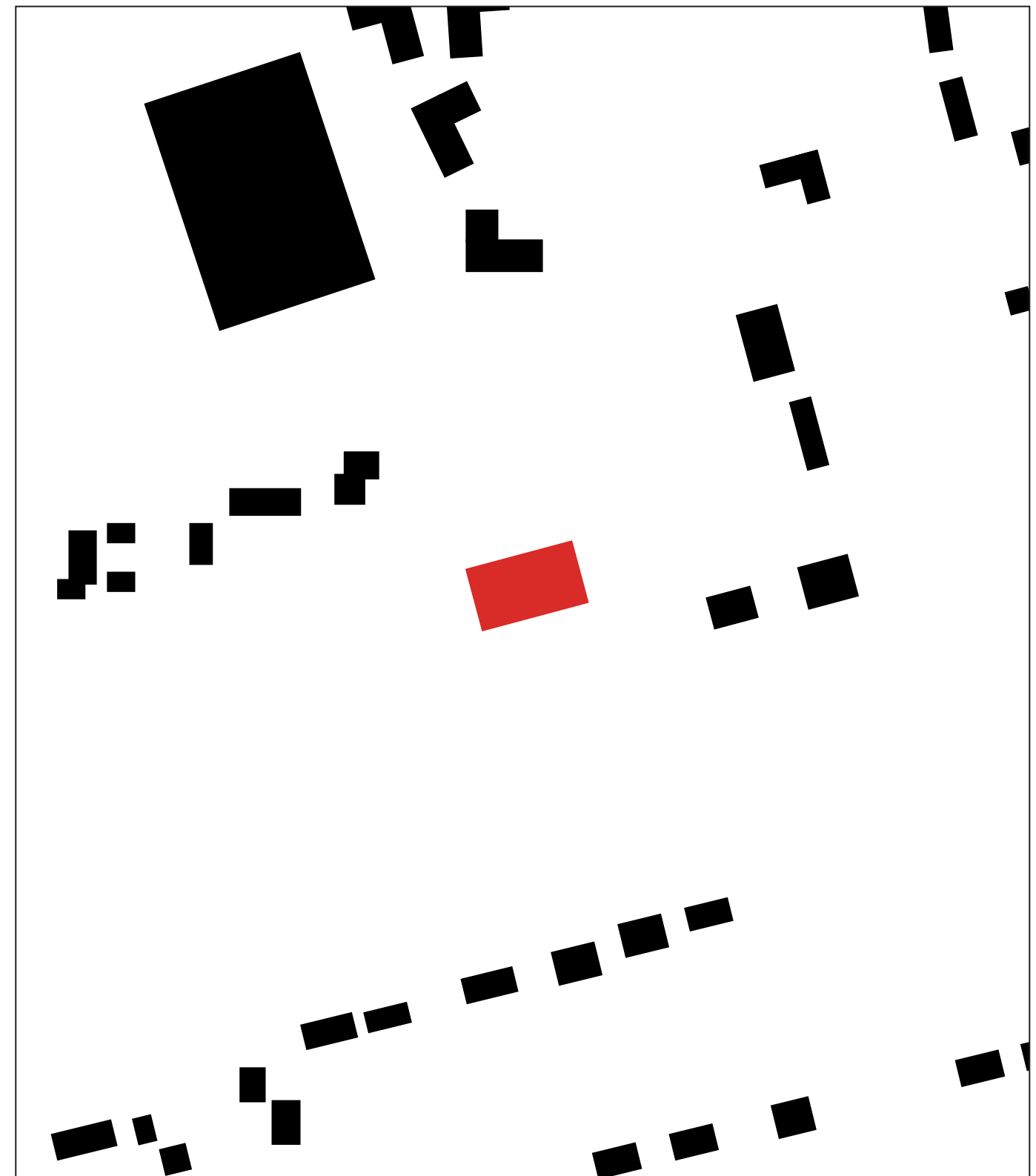
Containers of Light Pavillion

Project Type	Pavillion
Location	Geneva, NY
Studio	ARCS 300
Professor	Max Piersol
Date	Spring 2026

Containers of Light Pavilion is a learning pavilion embedded into a sloped landscape beside Orchard Pond. Rather than sitting on the ground, the building is carved into the earth and organized as a descending sequence of spaces. Visitors enter from the orchard edge, follow a curved concrete wall downward approximately ten feet, and pass below the surface of the pond before arriving at the interior rooms.

The pavilion contains two circular learning spaces, each covered by a concrete shell vault with a central oculus that brings daylight into the room below. The two spaces are connected by a narrow curved corridor positioned directly beneath the pond. A glass roof over this passage allows light to filter through the water above before entering the building, creating shifting reflections across the concrete walls and floor.

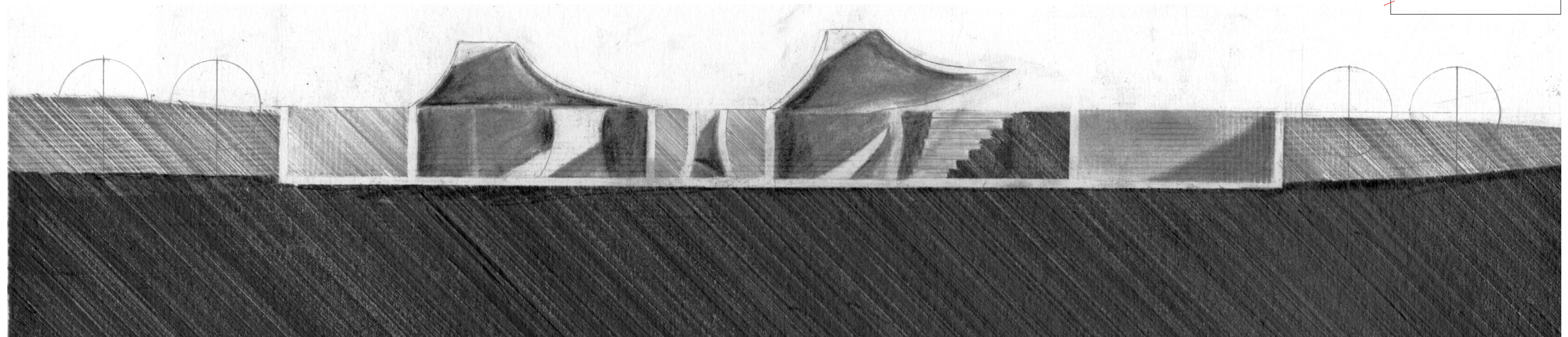
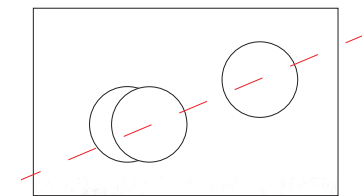
The building is constructed primarily of cast-in-place concrete, with glass used selectively at the water interface. The exit brings visitors out at the lower edge of the pond, completing a path through the landscape rather than returning them to the entry point.



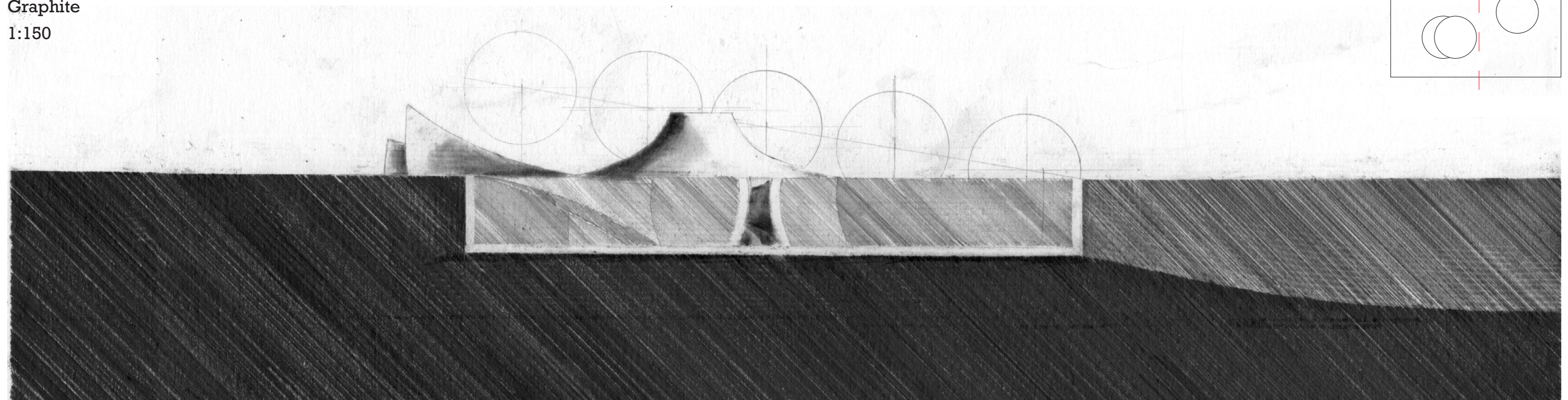
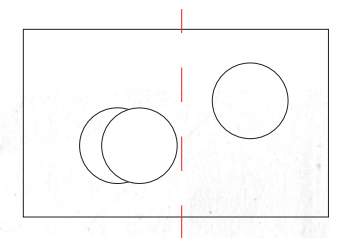
3D Prints
Acrylic
50/50 Rockite Plaster
1:100



Cross Section
Graphite
1:150



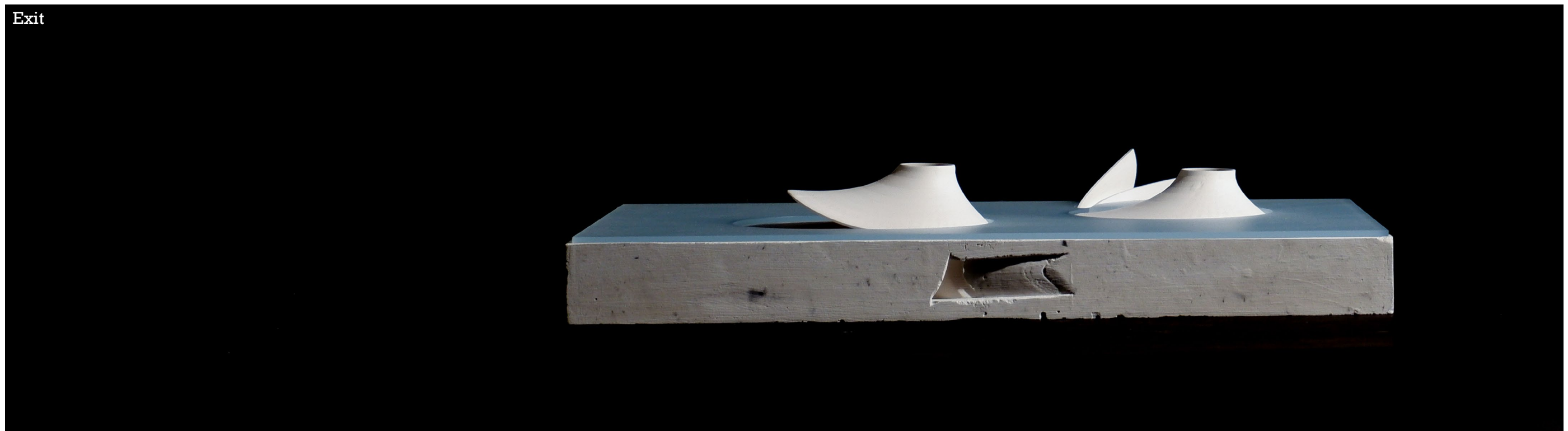
Cross Section
Graphite
1:150



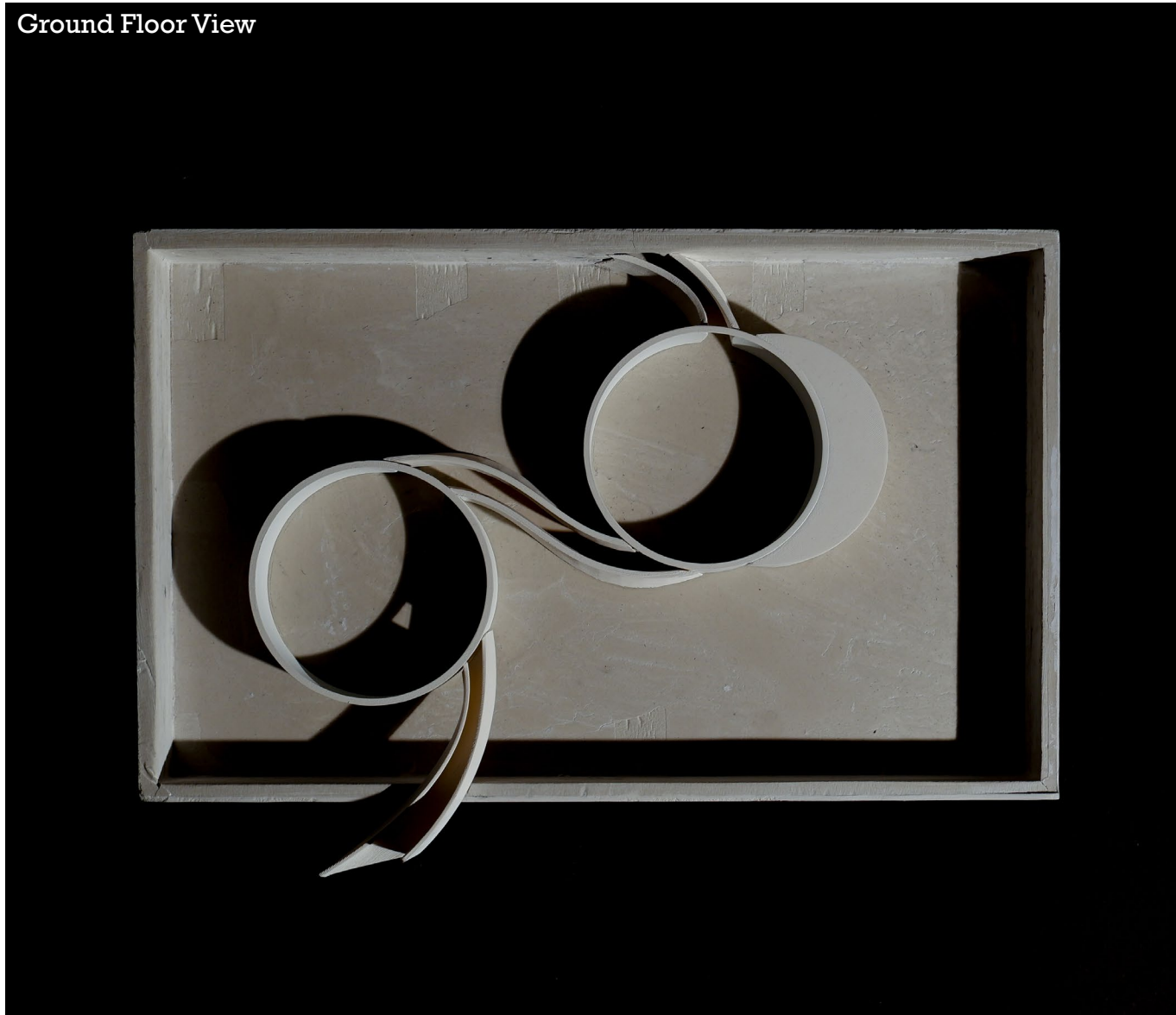
Entrance



Exit



Ground Floor View



The plan reveals the pavilion's organizational logic as a curvilinear spine moving through the slope. A tall curved wall initiates the descent, flanking the processional path before the ground drops below the water plane.

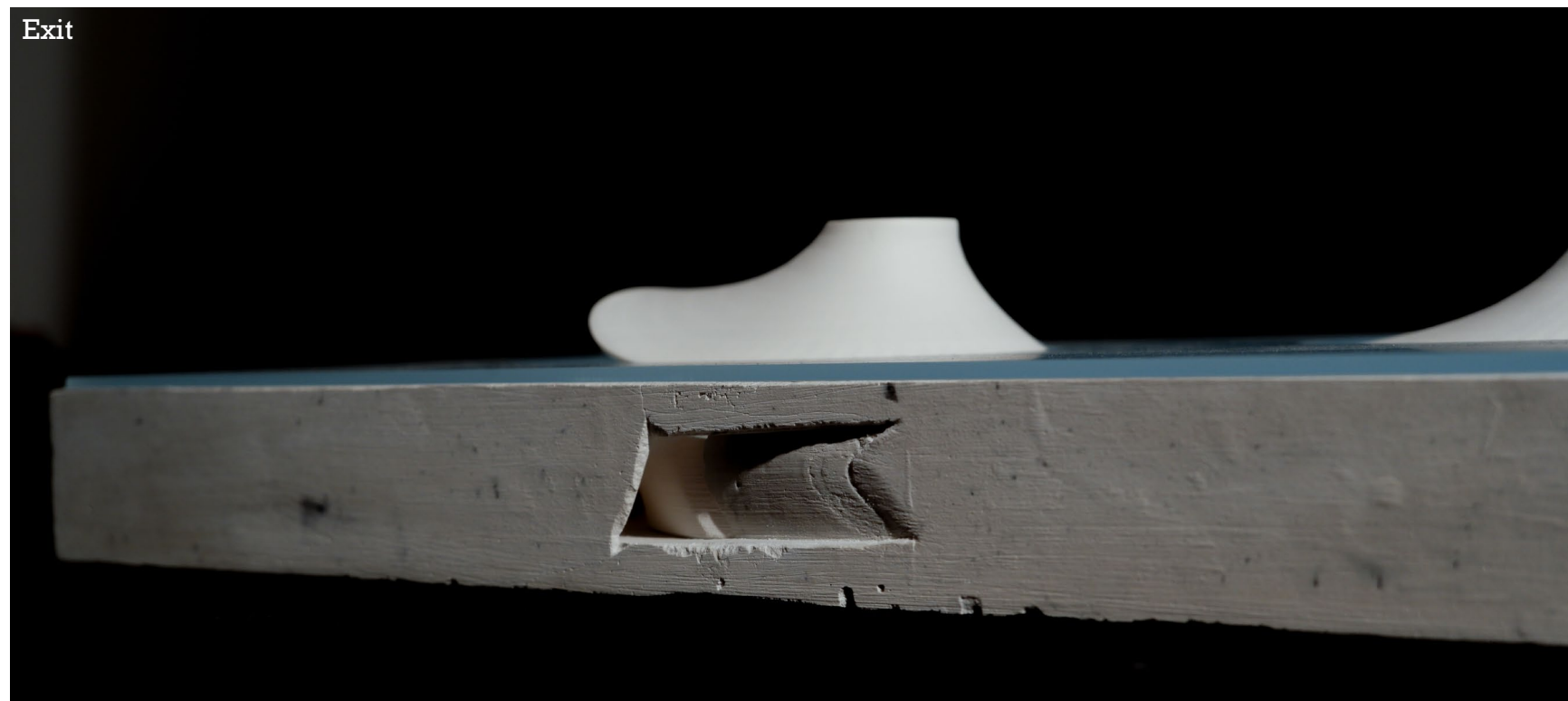
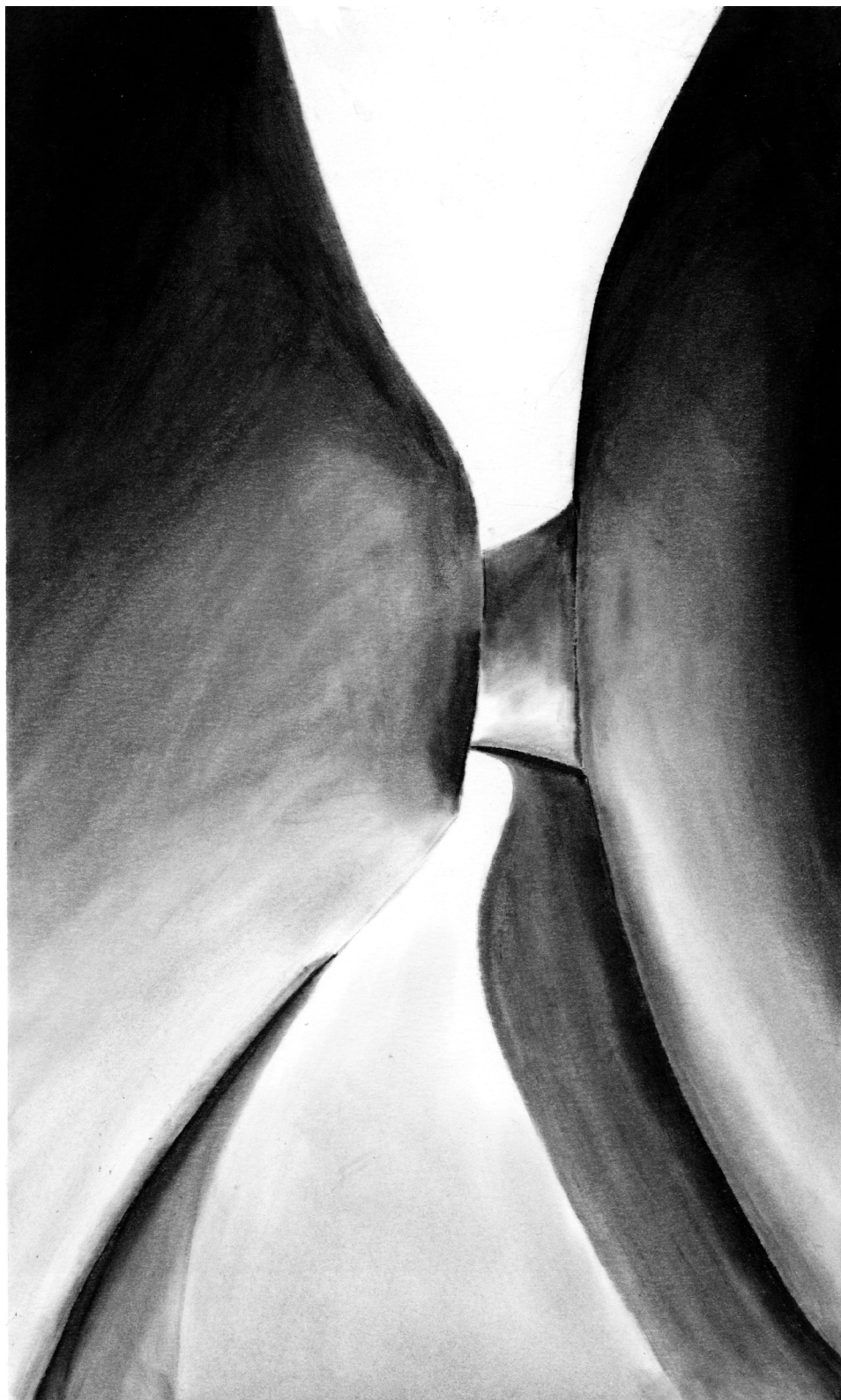
Two circular rooms, each sheltered by a shell vault and centered on an oculus, are connected by a compressed corridor positioned directly beneath the pond.

Ariel View



A glass roof over this passage allows water-filtered light to animate the interior.

The plan reads as both landscape section and architectural sequence: entry, compression, threshold, room, compression, room, and exit, each move registered in concrete against the slope.



Cast Light Pavilion

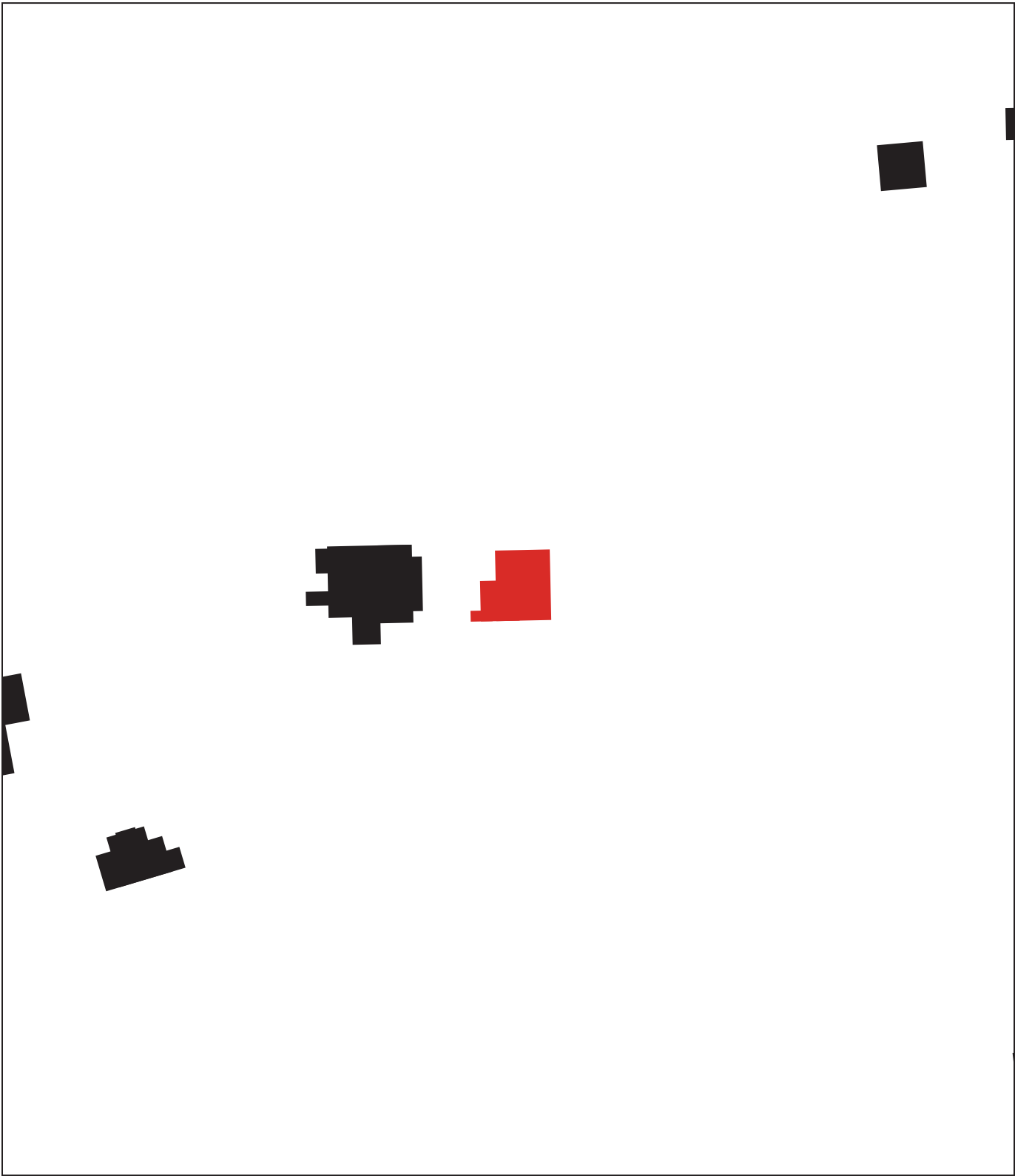
Project Type	Pavilion
Location	Geneva, NY
Studio	ARCS 300
Professor	Max Piersol
Date	Spring 2026

Cast Light pavilion is an experiential concrete pavilion situated on a sloped site in Geneva, NY.

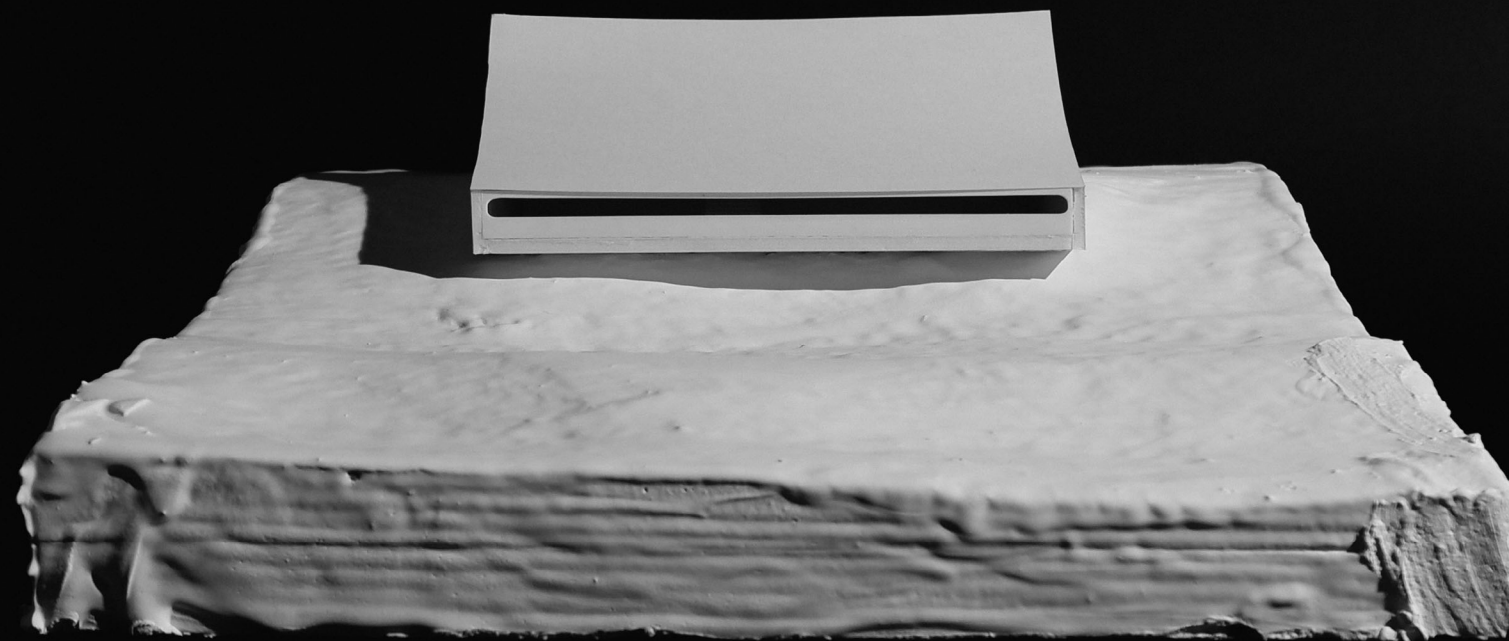
Composed of three proportional rectangles, the building carves into the hillside to organize a sequence of entry, descent, and viewing.

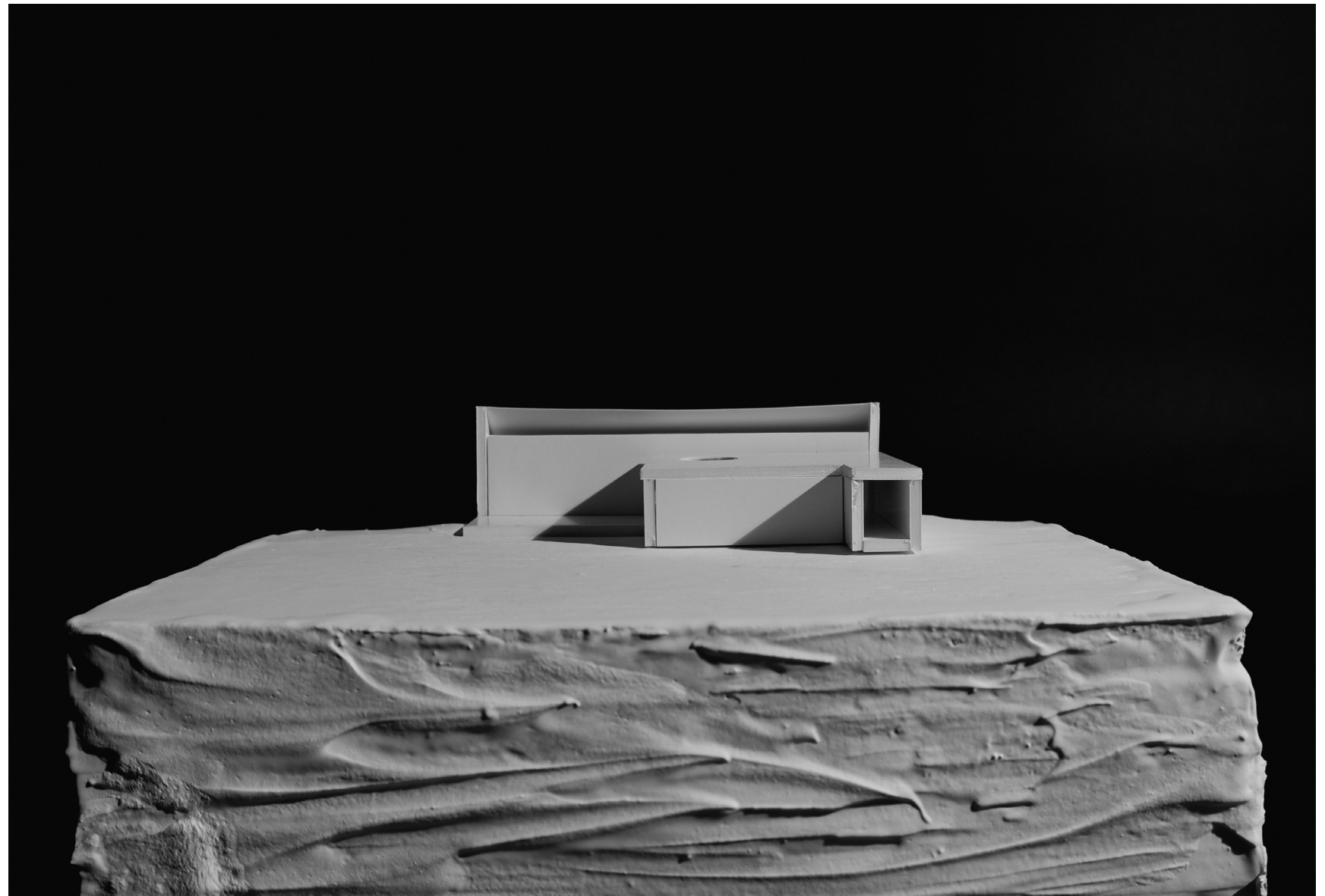
The project explores shadow not as simple darkness but as a gradual spatial condition, shaped by concrete walls, carefully controlled openings, and a sloping ceiling that pulls movement through the building. A narrow entrance compresses the body before the path splits into two routes: one rising to a balcony, the other descending by stair into the main viewing space.

Rough and smooth concrete surfaces register light differently, creating contrast between dark and illuminated, compressed and open, orthogonal and sloped.

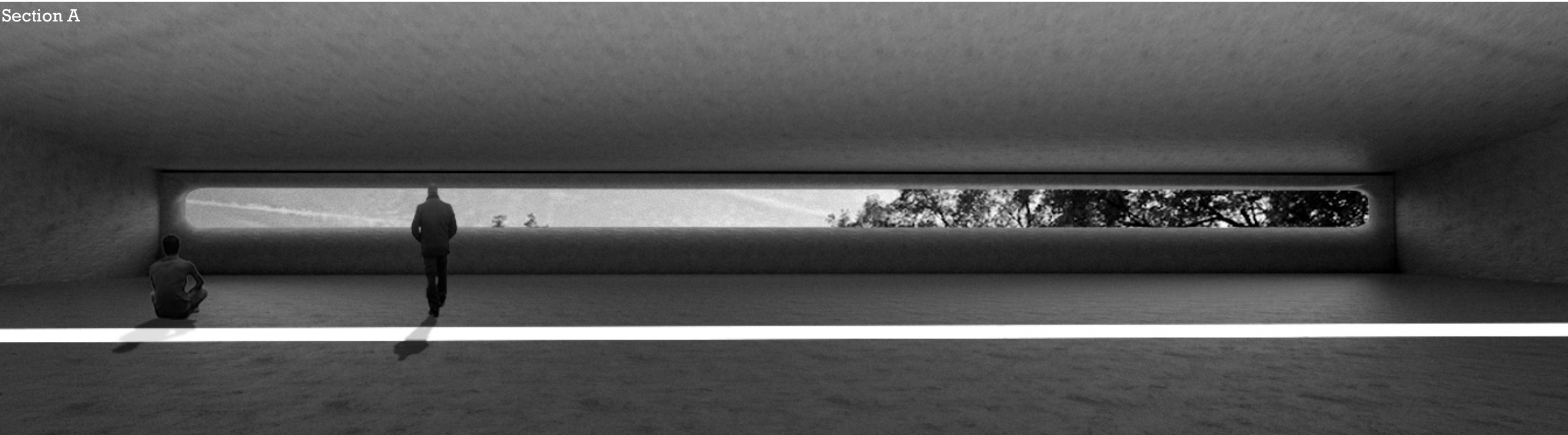


Foam Core
Plaster
1:100





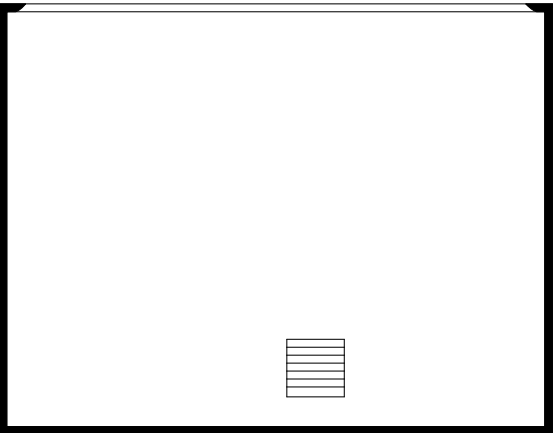
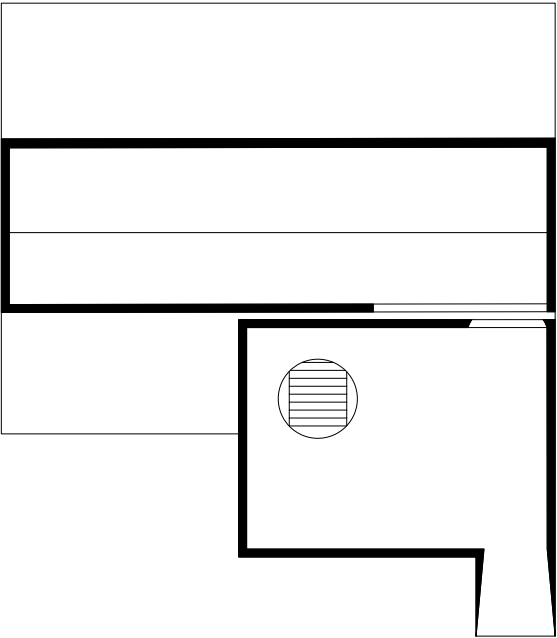
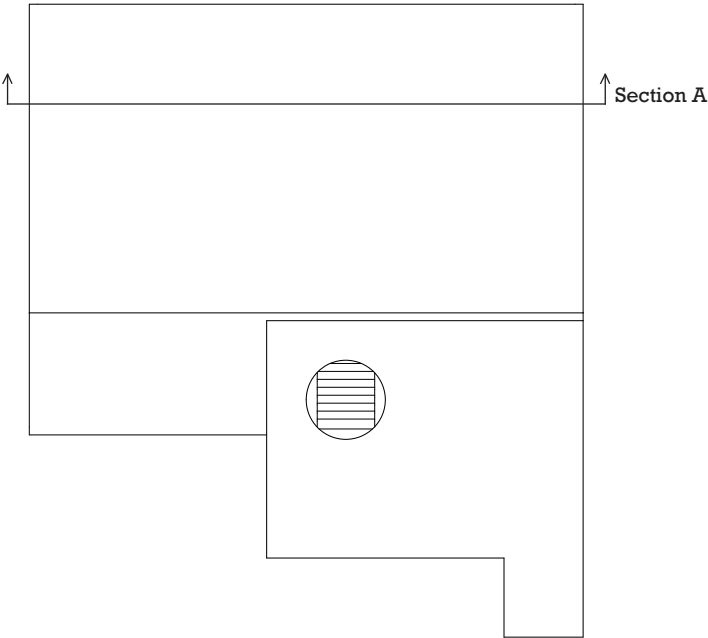
A narrow entrance compresses the body before the path splits. One route to a balcony overlooking the main room, the other descends by stair into the lower viewing space. Oculi and openings cut sharp streaks of light into the concrete interior, while smooth and rough surfaces register light differently. The contrast between compressed and open, dark and illuminated, orthogonal and sloped creates a sequence where movement through the building becomes an experience of changing shadow.



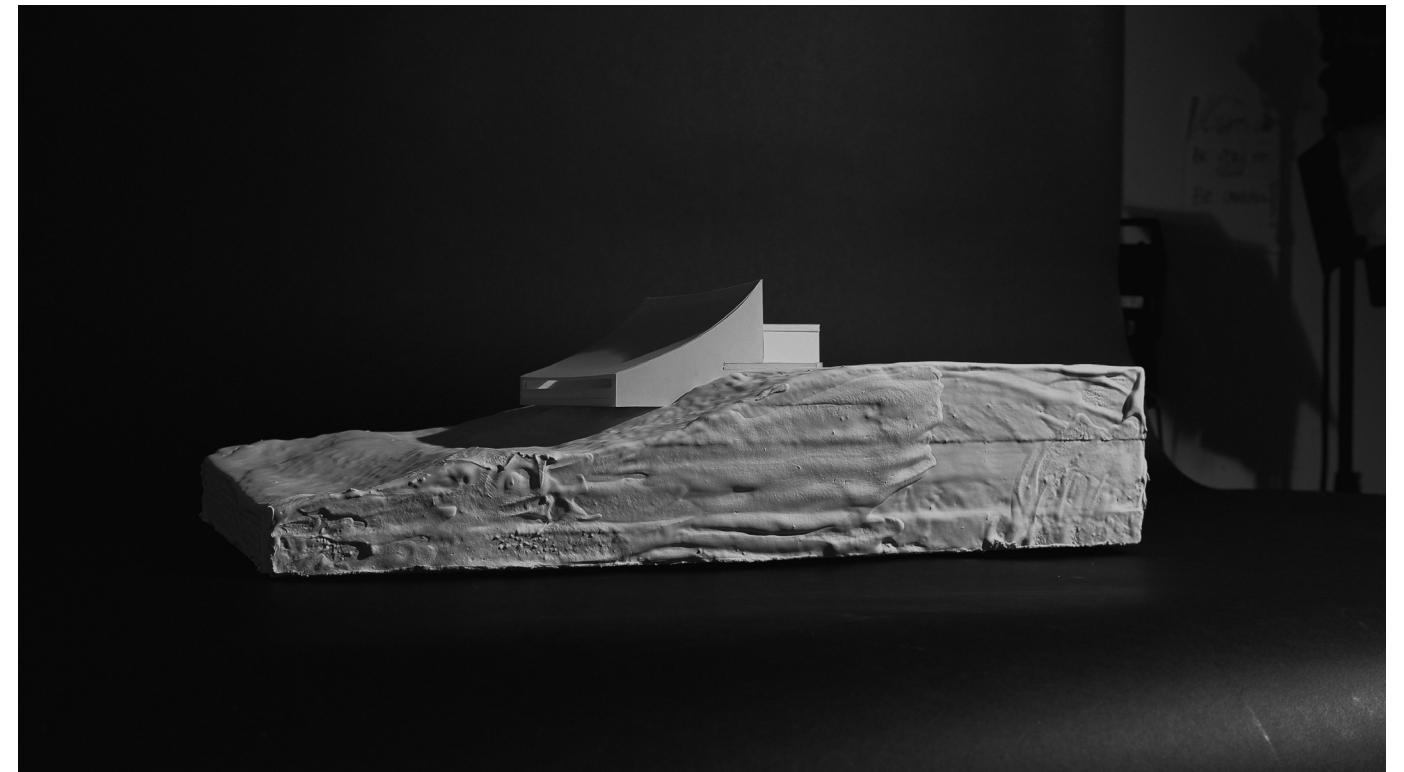
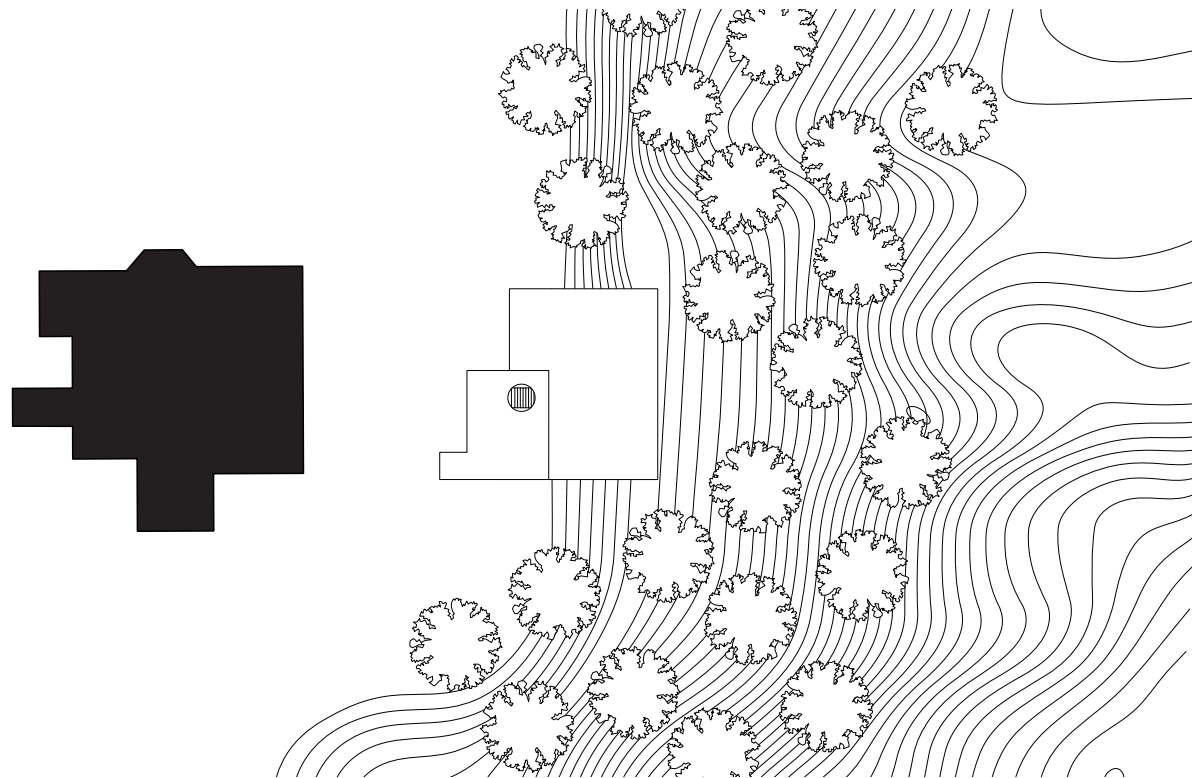
Roof Plan

Upper Level Plan

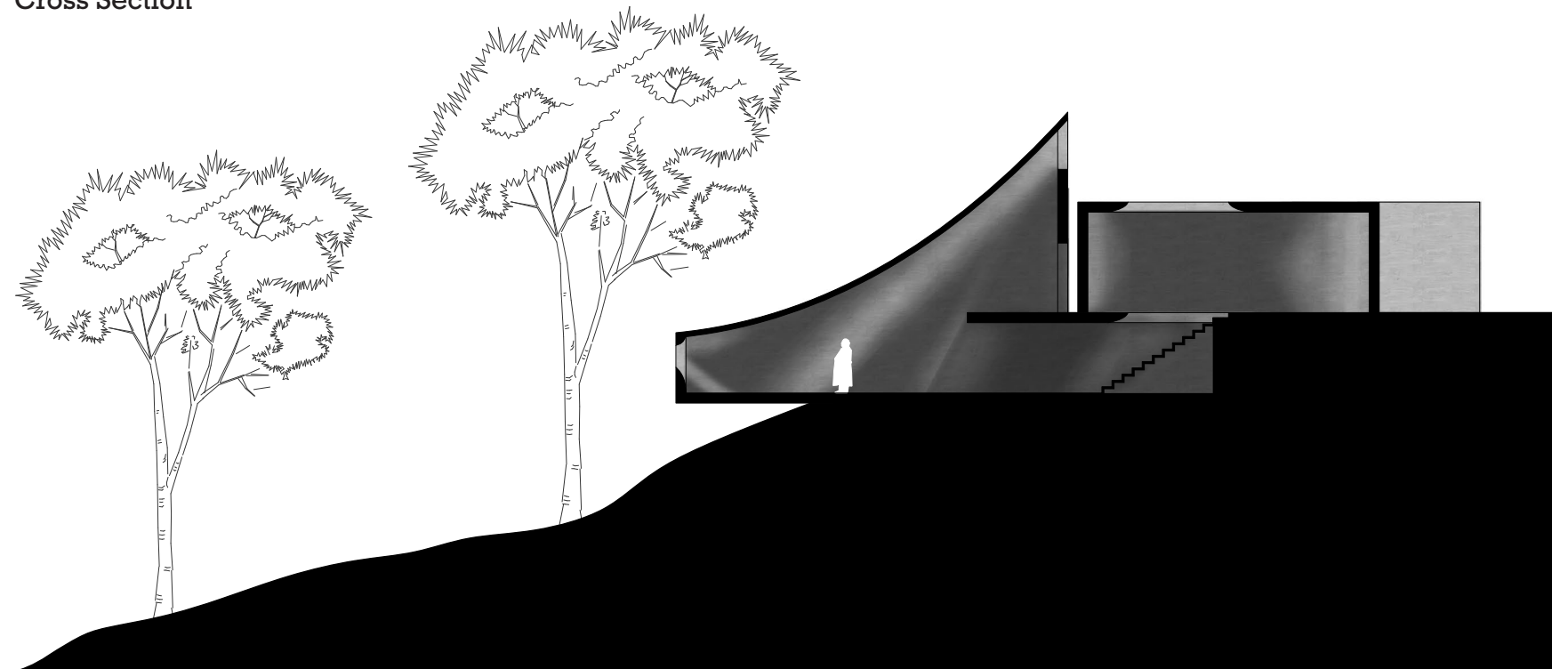
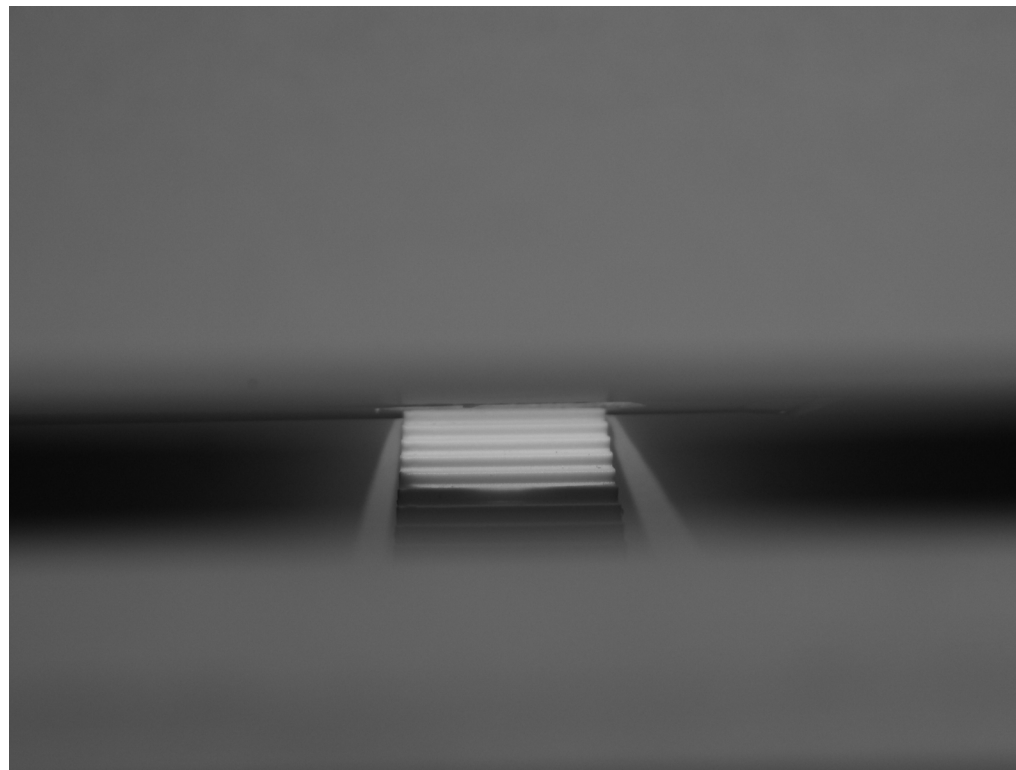
Lower Level Plan

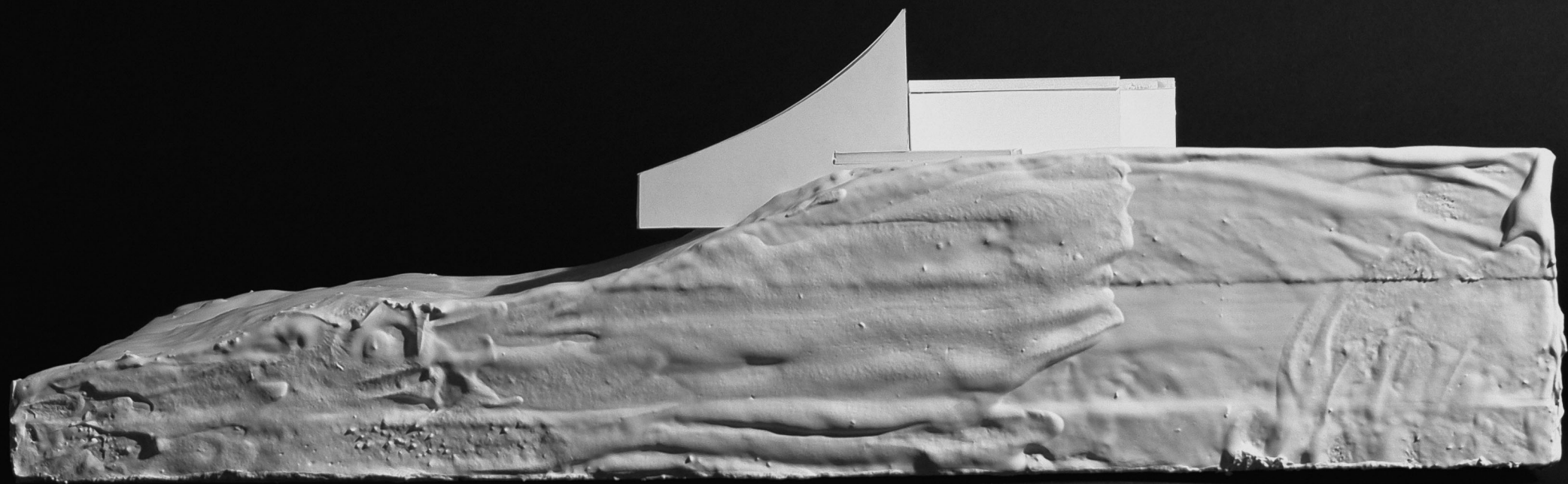


Site Plan



Cross Section





Charcoal

Project Type	Still Life
Location	Hobart & William Smith
Studio	Drawing 110
Size	36x24
Date	Spring 2023

This charcoal drawing isolates a section of a twelve-foot tower of stacked objects, focusing on the textures and shadows within a small fragment of the larger composition.

By narrowing the view, the study emphasizes tonal contrast, edge quality, and the spatial tension between overlapping forms.

The charcoal medium allows the selected objects to take on weight and depth, turning a small portion of the tower into a concentrated exploration of light and material.

